VOIDWRAITH

Undead Spirit of Gasping Wind

Habitat: Desert, Planar (Elemental Plane of Air, Shadowfell); **Treasure:** None

What first appears as a formless cloud of darkness is actually an undead spirit of elemental air. These tortured beings were once energetic spirits, now reduced to corrupted and insatiable abominations that seek to fulfil their inescapable craving for the breath of living creatures. They are constantly pulling in their air around them, creating a near-vaccum in their immediate vicinity as they relentlessly try, and fail, to fill the void that undeath has created in their very essence.

The most notable feature of a voidwraith aside from its ever-changing smokey form are the two red motes of light that float within it, behaving as a facsimile of eyes.

VOIDWRAITH COMPOSITIONS

1d4	The Voidwraith's Body Features...
1	A mixture of sickly gases.
2	A pungent, sour-looking miasma.

3	Sinister features obscured in billowing black smoke.
4	Swirling clouds, all drawn towards the creature's centre.

Voidwraith

Medium Undead (Elemental), Neutral Evil

AC 15 **Initiative** +8 (18)
Hit Points 65 (10d8 + 20)
Speed 10 ft., Fly 90 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 12	+1	+1	**DEX** 21	+5	+8	**CON** 14	+2	+2
INT 8	-1	-1	**WIS** 13	+1	+1	**CHA** 15	+2	+2

Skills Stealth +8
Immunities Poison, Thunder; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Resistances Bludgeoning, Lightning, Piercing, Slashing
Senses Darkvision 60 ft., Passive Perception 10
Languages Primordial (Auran)
Challenge 6 (XP 2,300; PB +3)

Traits

Airless Aura. The voidwraith is constantly pulling surrounding air into its body. There is a 5-foot Emanation of near-vacuum around the voidwraith at all times. Sound can not pass through the area, creatures in the area are Deafened, and all sound that originates in the area is silenced. *Constitution Saving Throw:* DC 16, each creature that needs to breathe that starts its turn in the Emanation. Creatures of elemental air have Disadvantage. *Failure:* The target gains a level of Exhaustion which lasts until the target starts its turn outside of a voidwraith's *Airless Aura*, and the voidwraith gains 5 Temporary Hit Points. A creature of elemental air who dies of Exhaustion rises 1d4 hours later as a voidwraith.

Air Form. The voidwraith can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Billowing Winds. Due to the voidwraith's *Airless Aura*, there is a 10-foot Emanation of gusting wind that pulls air towards the voidwraith at all times. Any creature in the Emanation must spend 2 feet of movement for every 1 foot it moves when moving away from the voidwraith. The wind disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Actions

Multiattack. The voidwraith makes two Siphon Breath attacks.

Siphon Breath. *Melee Attack Roll:* +8 to hit, reach 5 ft. *Hit:* 23 (4d8 + 5) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Suffocating Winds (Recharge 4-6). *Strength Saving Throw:* DC 13, one Medium or smaller creature in the elemental's space. *Failure:* 24 (2d10 + 2) Thunder damage, and the target has the Prone condition. *Success:* Half damage only.

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